

AMENDMENTS TO THE CLAIMS:

This listing of claims will replace all prior versions, and listings of claims in the application:

LISTING OF CLAIMS:

1. (currently amended) A symbol display device, for a game machine, that determines win or loss of a game according to symbol combinations displayed in a display window, said symbol display device comprising:

plural reel units rotatably aligned in a row behind said display window, each of said plural reel unit being provided with symbols, at least one of said plural reel units being double reels including an inner reel and a transparent outer reel;

a ~~winning~~ first symbol provided on a ~~first reel that is one reel of said inner reel and said outer reel~~, said ~~winning first~~ first symbol forms a composite symbol by overlaying said ~~winning first~~ first symbol on ~~said a second~~ symbol provided on a ~~second reel that is the other reel of said inner and outer reels~~ reel; and

a controller for controlling rotation of said plural reel units, said controller controls said inner reel to stop after rotating in a normal direction and controls said ~~first~~ outer reel to stop after rotating in [[a]] said normal direction and a reverse ~~directions~~ direction repeatedly within a range that said ~~winning first~~ first symbol is displayed in said display window before win or loss of said game is determined.

2. (currently amended) A symbol display device as recited in claim 1, wherein said ~~first~~ outer reel stops the rotation after said ~~second~~ inner reel stops the rotation.

3. (currently amended) A symbol display device as recited in claim 1, wherein said second symbol is a winning symbol [[is]] provided in the ~~second~~ inner reel.

4. (canceled)

5. (currently amended) A symbol display device as recited in claim 1, further comprising:

a decoration symbol, ~~said decoration symbol~~ provided in the ~~first~~ outer reel;

wherein said controller rotates the ~~first~~ outer reel to overlay said decoration symbol on ~~said~~ a symbol provided on said inner reel and related to a win in the ~~second~~ inner reel after said win is decided.

6. (currently amended) A symbol display device as recited in claim 5, wherein said decoration symbol is not displayed in said display window while the ~~first~~ outer reel repeats the rotation in said normal and said reverse directions.

7. (original) A symbol display device as recited in claim 1, further comprising:

a shielding symbol provided in said outer reel, said shielding symbol shields a part of a symbol provided in said inner reel.

8. (currently amended) A symbol display device as recited in claim 7, wherein said shielding symbol is not displayed in said display window while the ~~first~~ outer reel repeats the rotation in said normal and said reverse directions.

9. (currently amended) A symbol display device as recited in claim 1,

wherein plural zones are provided in outer periphery of said ~~first~~ outer reel;

wherein said controller controls the rotation of said ~~first~~ outer reel such that only one of said plural zones is displayed through said display window, and changes a zone to be displayed in said display window according to a game stage.

10. (currently amended) A symbol display device as recited in claim 9,

wherein one of said plural zones is a win/loss determining zone consisting essentially of ~~said~~ a winning symbol and non-symbol area;

wherein said controller rotates said ~~first~~ outer reel in said normal and said reverse directions in a range that only said win/loss determining zone is displayed in said display window.

11. (currently amended) A symbol display device, for a game machine, that determines win or loss of a game according to symbol combinations displayed in a display window, said symbol display device comprising:

plural reel units rotatably aligned in a row behind said display window, each of said plural reel unit being provided with symbols thereof, at least one of said plural reel units being double reels including an inner reel and a transparent outer reel;

a winning symbol provided on a ~~first reel that is one reel~~ of said inner reel and said outer reel, said winning symbol forms a composite symbol by ~~overlaying~~ combining said winning symbol ~~on said~~ with another symbol provided on a ~~second reel that is~~ the other reel of said inner and said outer reels; and

a controller for controlling rotation of said plural reel units, said controller controls said ~~first~~ inner reel to stop after rotating in both a normal and a reverse directions repeatedly within a range that said winning symbol remains displayed in said display window, or said controller controls said outer reel to stop rotating in both a normal and a reverse directions repeatedly within a range that said second symbol

remains displayed in said display window before win or loss of said game is determined.

12. (currently amended) A symbol display device as claimed in claim 11, wherein plural zones are provided on outer periphery of said ~~first~~ outer reel;

wherein said controller controls the rotation of said ~~first~~ outer reel such that only one of said plural zones is displayed through said display window, and changes a zone to be displayed in said display window according to a game stage.

13. (currently amended) A symbol display device as claimed in claim 12, wherein one of said plural zones is a win/loss determining zone consisting essentially of said winning symbol and non-symbol area;

wherein said controller rotates said ~~first~~ outer reel in said normal and said reverse directions in a range that only said win/loss determining zone is displayed in said display window.

14. (currently amended) A symbol display device for a game machine, said symbol display device comprising:

plural reel units rotatably aligned in a row behind a display window, each of said plural reel units having symbols on an outer peripheral surface thereof, at least one of said plural

reel units having double reels including an inner reel and a transparent outer reel;

a winning symbol provided on ~~a first reel~~ one of said inner and outer reels, said winning symbol forming a composite symbol by ~~overlaying~~ combining said winning symbol with a symbol on ~~a second reel~~ another one of said inner and outer reels; and

means for controlling rotation of either said inner ~~first~~ reel or said outer reel to rotate in both a normal direction and a reverse direction repeatedly.

15. (currently amended) A symbol display device as recited in claim 14, wherein said controller controls rotation of the ~~second~~ inner reel to stop after rotating in said normal and said reverse directions repeatedly within a range that said winning symbol ~~[[is]]~~ remains displayed in the display window.

16. (currently amended) A symbol display device as recited in claim 14, further comprising:

a decoration symbol, said decoration symbol provided in the ~~first~~ outer reel;

wherein said controller rotates the ~~first~~ outer reel to overlay said decoration symbol on said winning symbol ~~related to a win~~ in the ~~second~~ inner reel after said win is decided.

17. (currently amended) A symbol display device as recited in claim 16, wherein said decoration symbol is not displayed in said display window while the ~~first~~ outer reel repeats the rotation in said normal and said reverse directions.

18. (original) A symbol display device as recited in claim 14, further comprising:

a shielding symbol provided in said outer reel, said shielding symbol shields a part of a symbol provided in said inner reel.

19. (currently amended) A symbol display device as recited in claim 14,

wherein said outer peripheral surface of said ~~first~~ outer reel is divided into plural zones;

wherein said controller controls the rotation of said ~~first~~ outer reel such that only one of said plural zones is displayed through said display window.

20. (currently amended) A symbol display device as recited in claim 19,

wherein one of said plural zones is a win/loss determining zone consisting essentially of said winning symbol and non-symbol area;

wherein said controller rotates said ~~first~~ inner reel in said normal and said reverse directions in a range that only said win/loss determining zone is displayed in said display window.